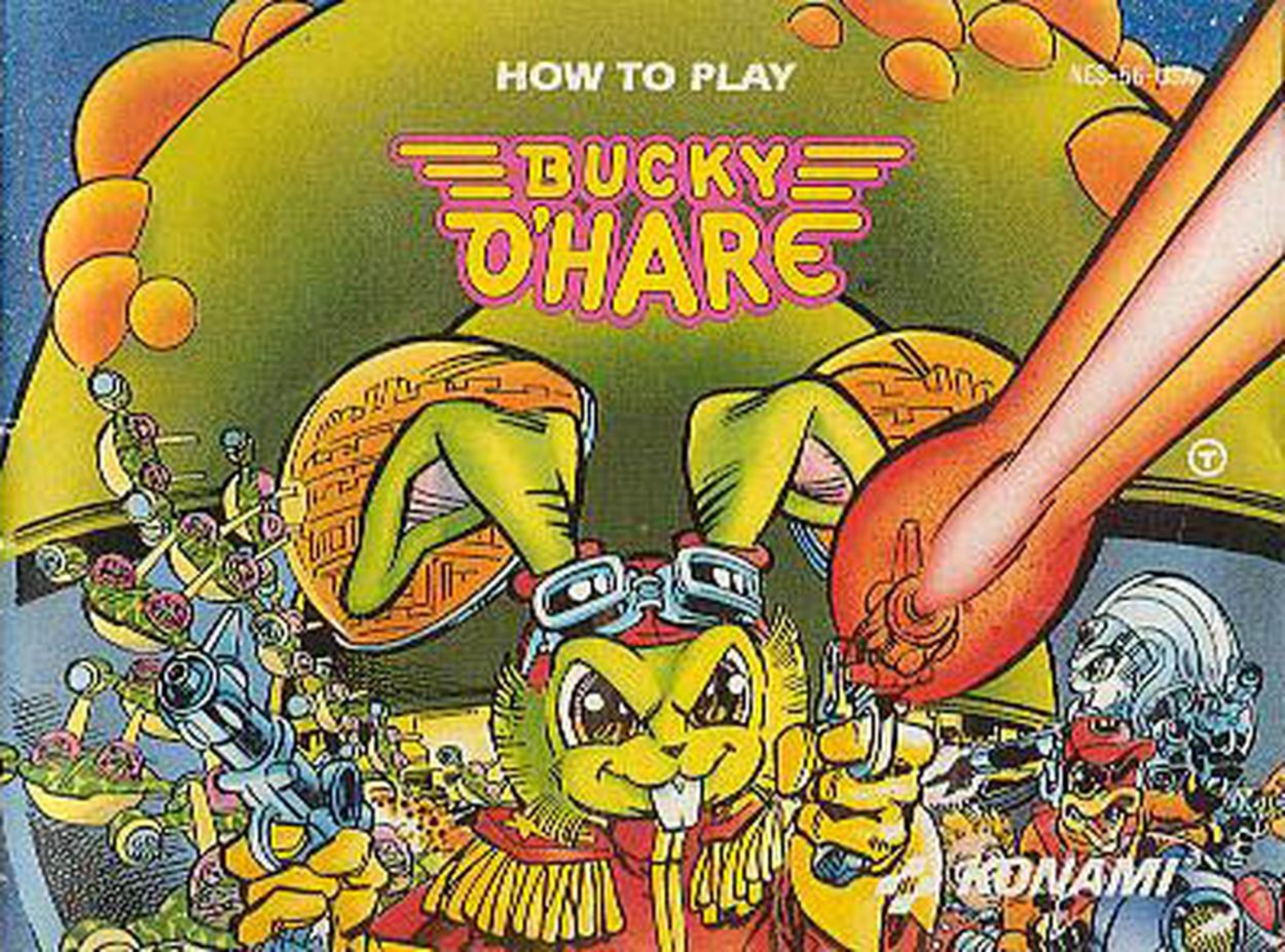
HOW TO PLAY

NES-56-USA

BUCKY O'HARE



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ADVISORY - READ BEFORE USING YOUR NES

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WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV.

Do not use a front or rear projection television with your Nintendo Entertainment System® (NES) and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you pause a video game or hold it on screen. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repeated images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

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WELCOME TO THE WORLD OF KONAMI!

Congratulations! You are now a proud owner of Bucky O'Hare® for the Nintendo Entertainment System®. We suggest that you read the following instructions thoroughly before jumping feet first into this adventure.

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ONE HARE-RAISING ADVENTURE

In the darkest part of the Aniverse, K.O.M.P.L.E.X., the robotic master of all toads, gave the Toad Air Marshall orders to kidnap as many of the crew members of the Righteous Indignation as they could, and toss them into toad prisons throughout the Toad Empire, as part of an overall plan to destroy Captain Bucky O'Hare.

Dead Eye Duck, Jenny the Aldeberan Cat, A.F.C. Blinky, and Earth Boy Willy DuWitt were captured by the toads. Only Bucky O'Hare escaped by a whisker. Now he must scour the Aniverse to rescue his comrades from the toad menace who has imprisioned them. Bucky knows full well that unless he acts fast, all the wart remover in Sector 37 won't save his crew. Then, and only then, can Bucky get back to his mission of infiltrating the Toad Magma Tanker and destroy it once and for all.

So Buck up. Load up your meser pistols and let's croak some toads!

HOW TO AVOID TOAD'L DISASTER.

Your mission is to assume the role of Bucky O'Hare, search the four toad infested planets to find and rescue your shipmates from the hopping mad Toad Air Marshall, destroy the Magma Tanker and escape with your fur intact.

Once you've rescued a comrade, you'll move to the next planet, until all four shipmates are back in the fold. After rescuing a shipmate you can become that character at any time during the rest of the game. This is key to winning, as some stages cannot be completed without certain characters' unique abilities.

After rescuing Dead-Eye Duck, Jenny, Blinky, and Willy you will continue through four more stages in your quest to destroy the Toads and their Magma Tanker. At the end of each stage you'll come face to face with a boss Toad menace, conquering him [it] will take special skill and agility. Remember, one character's patented moves may be more effective than another's in each stage, so choose your characters carefully.

HIPPITY HOPPITY HINTS

Power-ups, life restorers, 1-ups and point bonuses abound throughout your mission. Many are hidden, so you'll have to blast away at innocent looking objects to uncover them. These items are absolutely essential to keep your mission moving forward. Collect as many as you can!

You'll start out with three lives. You'll lose a life when one of three things happen: your life gauge reaches zero, you fall into a trap, or you fall off a cliff, into the sea, or into magma. When you've lost three lives the Game Over screen appears. Choose either CONTINUE, END, or STAGE SELECT with the CONTROL PAD, then press the START BUTTON.

When you select CONTINUE, you start from the beginning of the scene in the stage in which the game ended. There is no limit to the number of times you can CONTINUE. When you select END, you return to the title screen and start over.

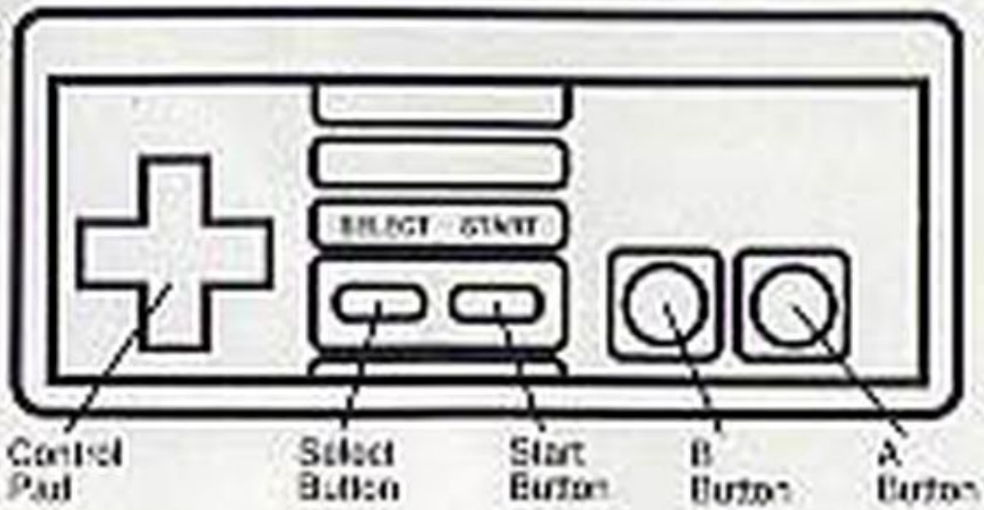
When you choose STAGE SELECT, you go to the Stage Select screen. You may choose any stage (planet) that you have not cleared. Once you clear Stage 5, STAGE SELECT is no longer an option.

LET THE GAME BEGIN.

Insert your Game Pak into the NES and turn it on. Press the START BUTTON. Choose either GAME START or PASSWORD by pressing the SELECT BUTTON. Once you've made your choice, hit START. Press the A BUTTON to advance the text. When the Stage Select screen appears, choose one of the four planets by pressing the SELECT BUTTON. Press the START BUTTON to begin. Once you've cleared the stage (planet) that you've selected, a password appears. Press the START BUTTON to return to the Stage Select screen. Select a new planet. You must clear each planet in order to move to the 5th, 6th, 7th and 8th stages.

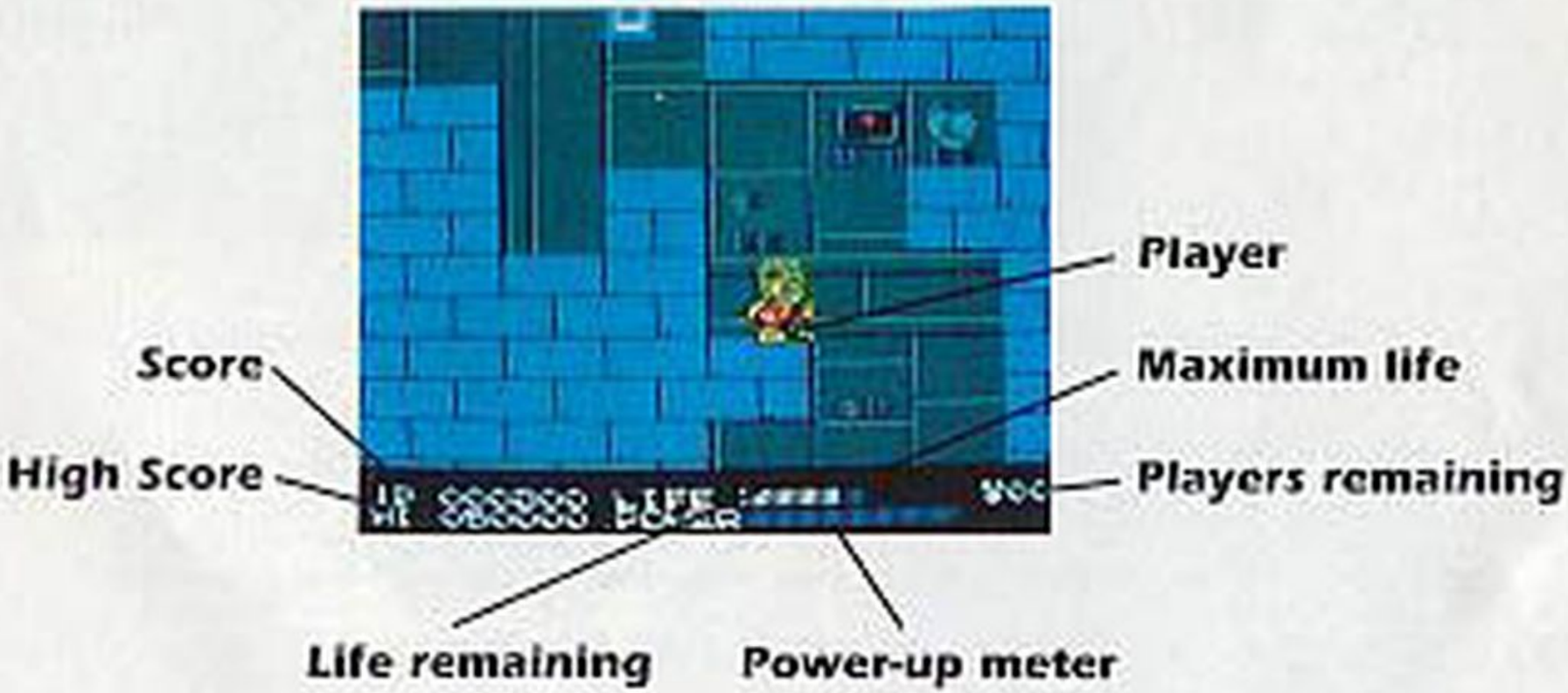
If you select PASSWORD, press the START BUTTON. Spaces for your password will appear. Press the CONTROL PAD Up or Down to locate the correct letters. Press the CONTROL PAD Left or Right to move to the next space. After you finish entering the password, press the A BUTTON. If you have not cleared the first four stages (planets), the Stage Select screen will appear. If you have already cleared the four planets, you will go to the stage following the one you last completed. (If you use the PASSWORD to continue the game, your power-up functions are preserved.)

HOW TO MAINTAIN "SELF CONTROL"



START BUTTON	Press to begin and pause game.
SELECT BUTTON	Press to change Player. (You can change at any time. You cannot change to a crew member that has not yet been rescued.)
CONTROL PAD	Press to move Player - see pages 14–15 for details. (On slippery surfaces such as ice, stop the player by pressing Down.)
A BUTTON	Press to jump.
B BUTTON	Press to shoot. Also, hold down, then release, to access a crew member's unique ability. (See pages 14–15 for details on using them.)

THE GAME SCREEN, WARTS AND ALL



MORE POWER TO YOU

1 Up
Receive one extra player

Bonus
Receive 3,000 points

Life
Maximum life value increases and all life is restored.

Power-Up
Player powers up. Up to three times per character.

Power-Ups enable:	Bugs Bunny to jump higher Jerry's crystal ball to become more powerful Daffy Duck to cling to walls longer Elmer to fly longer Wile E. Coyote to increase

MAXIMIZING THE POWER-UP METER

You can only increase the power of a character's special ability by grabbing Power-Ups. To engage the character's special ability, hold down the B BUTTON and release it when you're ready to fire. The longer you hold down the B BUTTON the more powerful the effect.

THE TOAD TERRITORIES

The Red Planet

The steaming volcanoes, lava pits and fire caves will keep you hopping. So will the moving rock ripers you'll have to dump.

The Blue Planet

A frozen wasteland of slick ice terraces home to the sneering and unpredictable Bubsnubs.

The Green Planet

An ecological nightmare filled with unfriendly locals, worms, bees and fish. Make your way up, over and across treacherous trees, and plunge down a waterfall packed with lots of danger.

The Yellow Planet

The locals have armed the Yellow Planet with plenty of laser cannons and other assorted obstacles. You'll have to race meteorites through an asteroid belt, as well as a spooky comet cloak.

INSIDE THE MAGMA TANKER

Once you've rescued your righteous fellow toad fighters, you'll have to survive the perils inside the Toad Magma Tanker. Enter countless chambers and maneuver past electric beams, mammal eating plants, anti-gravity fields, giant insects and much more. Ultimately you must destroy the Magma Tanker or the Anverse will forever be under Toad'l control!

THE RIGHTEOUS BROTHERS AND SISTER

Bucky O'Hare

Captain of the spaceship Righteous Indignation. Shoots left, Right, and Up with his multiblaster. Can also shoot down while jumping (A BUTTON) by pressing the CONTROL PAD Down and then the B BUTTON. Hold down the B BUTTON, then release it to make Bucky jump higher than usual.

Jenny - the Aldeberan Cat

Second in command. Send her crystal ball flying by holding down the B BUTTON. Direct its flight with the CONTROL PAD.

Dead-Eye Duck

The ship's gunnery officer. He's quick with his 3-way pulse gun. Power from holding down the B BUTTON enables him to cling to walls.

Willy DuWitt

The ship's engineer. His weapon is powerful enough to destroy all enemies present with a single shot. Power from holding down the B BUTTON enables him to destroy even the strongest enemies.

AFC Blinky

Android First Class. His bombs can destroy walls and ice. Power from holding down the B BUTTON allows him to fly for short periods of time.

THE TOAD'L ENEMY

Storm Toad Trooper

The Toad Armada's foot soldier, just jumpin' at the chance to bag a mammal.

Storm Toad Jet Trooper

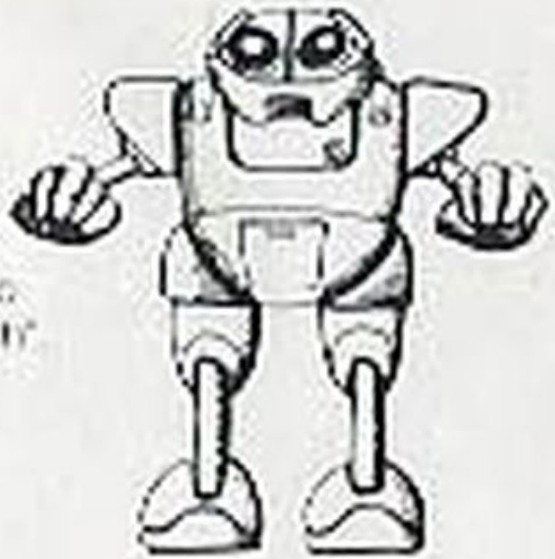
Top ranking trooper in the toad Armada. Equipped with jet pack, this trooper takes to the air.

Triborg

Three-headed cyborg poses a triple threat as it does the splits then attacks.

Guardroid

Frog shaped android known to most friends as the "Green Crush". Look out below!



Double Trouble

Small, high-speed Toad tank. Each one's teaming with two troopers.

Crater Centipede

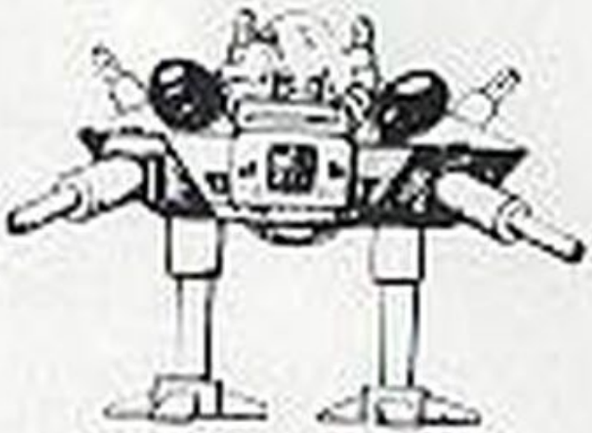
This robotic crater creature is just crazy about mammals.

Robosnake

This high-voltage snake robot is just crawling with juice. Get near its head and you're in for a real shock.

Toad Magma Tanker

One matter of a ship, its shadow and cannon throw a whole panic into Toad's distress.

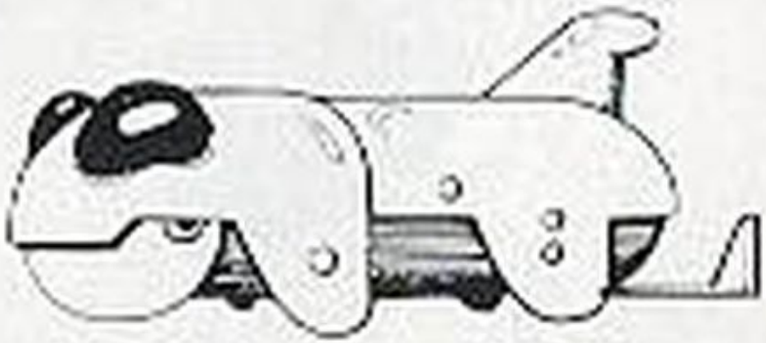


Toad Battle Cruiser

The Toad battleship, it's filled with Double Trouble. And that's what they'll give you.

Toad Gyro

Small, long-distance bomber puts a new spin on air warfare.



COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES *away* from the receiver.
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

TREAT YOUR KONAMI GAME PAK CAREFULLY

- This KONAMI Game Pak is a precision crafted device with complex electronic circuitry. Avoid subjecting it to undue shock or extremes in temperature. Never attempt to open or dismantle the cassette.
- Do not touch the terminal leads or allow them to come into contact with water or the game circuitry will be damaged.
- *Always* make sure your NES Control Deck is SWITCHED OFF when inserting the cassette or removing it from the NES Control Deck.

NOTES

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